**Sound Effects**

**Bee launching:**

<https://freesound.org/people/muel2002/sounds/266963/>

<https://freesound.org/people/chrisfurby/sounds/159536/>

<https://freesound.org/people/ReadeOnly/sounds/186945/>

<https://freesound.org/people/Isaac200000/sounds/184649/>

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<https://freesound.org/people/vabadus/sounds/151077/>

**Bee Collision:** (Some may also be suitable for button pressing)

<https://freesound.org/people/S.%20Dedalus/sounds/211178/>

<https://freesound.org/people/sinkhole7/sounds/126531/>

<https://freesound.org/people/LloydEvans09/sounds/186405/>

<https://freesound.org/people/VKProduktion/sounds/251788/>

<https://freesound.org/people/thomasjaunism/sounds/218460/>

<https://freesound.org/people/OwlStorm/sounds/209012/>

<https://freesound.org/people/3bagbrew/sounds/95594/>

**Nectar Collect:** (Some of these may also be suitable for victory sounds)

<https://freesound.org/people/Kastenfrosch/sounds/162476/>

<https://freesound.org/people/plasterbrain/sounds/242855/>

^Potential point sound

<https://freesound.org/people/cabled_mess/sounds/350876/>

^Buttons

<https://freesound.org/people/soundnimja/sounds/173322/>

<https://freesound.org/people/Davidsraba/sounds/347172/>

<https://freesound.org/people/B_Lamerichs/sounds/193259/>

^Intro Sound

<https://freesound.org/people/rhodesmas/sounds/320775/>

**Menu Interaction:**

<https://freesound.org/people/farpro/sounds/264762/>

<https://freesound.org/people/Adam_N/sounds/346709/>

<https://freesound.org/people/Benagain/sounds/321083/>

<https://freesound.org/people/Druminfected/sounds/250552/>

<https://freesound.org/people/farpro/sounds/264762/>

**Leaves:** (Some of these are too long to include on without alterations)

<https://freesound.org/people/Kinoton/sounds/347557/>

<https://freesound.org/people/sergio%20c/sounds/336218/>

<https://freesound.org/people/BerduSmith/sounds/335401/>

<https://freesound.org/people/jih/sounds/57659/>

^Collisions

<https://freesound.org/people/Eelke/sounds/185368/>

^5th wave pass level